Turntimber Grove



Land

Turntimber Grove enters the battlefield tapped.
When Turntimber Grove enters the battlefield, target creature gets +1/+1 until end of turn.
{T}: Add {G} to your mana pool.

034/080 C
DDP • EN
™ & © 2015 Wizards of the Coast
Rob Alexander

Turntimber Grove

Land

Turntimber Grove enters the battlefield tapped.
When Turntimber Grove enters the battlefield, target creature gets +1/+1 until end of turn.
{T}: Add {G} to your mana pool.

034/080 C
DDP • EN
™ & © 2015 Wizards of the Coast
Rob Alexander

Turntimber Grove

Land

Turntimber Grove enters the battlefield tapped.
When Turntimber Grove enters the battlefield, target creature gets +1/+1 until end of turn.
{T}: Add {G} to your mana pool.

034/080 C
DDP • EN
™ & © 2015 Wizards of the Coast
Rob Alexander

Turntimber Grove



Land

Turntimber Grove enters the battlefield tapped.
When Turntimber Grove enters the battlefield, target creature gets +1/+1 until end of turn.
{T}: Add {G} to your mana pool.

034/080 C
DDP • EN
™ & © 2015 Wizards of the Coast
Rob Alexander

Turntimber Grove

Land

Turntimber Grove enters the battlefield tapped.
When Turntimber Grove enters the battlefield, target creature gets +1/+1 until end of turn.
{T}: Add {G} to your mana pool.

034/080 C
DDP • EN
™ & © 2015 Wizards of the Coast
Rob Alexander

Turntimber Grove

Land

Turntimber Grove enters the battlefield tapped.
When Turntimber Grove enters the battlefield, target creature gets +1/+1 until end of turn.
{T}: Add {G} to your mana pool.

034/080 C
DDP • EN
™ & © 2015 Wizards of the Coast
Rob Alexander

Turntimber Grove



Land

Turntimber Grove enters the battlefield tapped.
When Turntimber Grove enters the battlefield, target creature gets +1/+1 until end of turn.
{T}: Add {G} to your mana pool.

034/080 C
DDP • EN
™ & © 2015 Wizards of the Coast
Rob Alexander

Turntimber Grove

Land

Turntimber Grove enters the battlefield tapped.
When Turntimber Grove enters the battlefield, target creature gets +1/+1 until end of turn.
{T}: Add {G} to your mana pool.

034/080 C
DDP • EN
™ & © 2015 Wizards of the Coast
Rob Alexander

Turntimber Grove

Land

Turntimber Grove enters the battlefield tapped.
When Turntimber Grove enters the battlefield, target creature gets +1/+1 until end of turn.
{T}: Add {G} to your mana pool.

034/080 C
DDP • EN
™ & © 2015 Wizards of the Coast
Rob Alexander

Turntimber Grove



Land

Turntimber Grove enters the battlefield tapped.
When Turntimber Grove enters the battlefield, target creature gets +1/+1 until end of turn.
{T}: Add {G} to your mana pool.

034/080 C
DDP • EN
™ & © 2015 Wizards of the Coast
Rob Alexander

Turntimber Grove

Land

Turntimber Grove enters the battlefield tapped.
When Turntimber Grove enters the battlefield, target creature gets +1/+1 until end of turn.
{T}: Add {G} to your mana pool.

034/080 C
DDP • EN
™ & © 2015 Wizards of the Coast
Rob Alexander

Turntimber Grove

Land

Turntimber Grove enters the battlefield tapped.
When Turntimber Grove enters the battlefield, target creature gets +1/+1 until end of turn.
{T}: Add {G} to your mana pool.

034/080 C
DDP • EN
™ & © 2015 Wizards of the Coast
Rob Alexander

Turntimber Grove



Land

Turntimber Grove enters the battlefield tapped.
When Turntimber Grove enters the battlefield, target creature gets +1/+1 until end of turn.
{T}: Add {G} to your mana pool.

034/080 C
DDP • EN
™ & © 2015 Wizards of the Coast
Rob Alexander

Turntimber Grove

Land

Turntimber Grove enters the battlefield tapped.
When Turntimber Grove enters the battlefield, target creature gets +1/+1 until end of turn.
{T}: Add {G} to your mana pool.

034/080 C
DDP • EN
™ & © 2015 Wizards of the Coast
Rob Alexander

Turntimber Grove

Land

Turntimber Grove enters the battlefield tapped.
When Turntimber Grove enters the battlefield, target creature gets +1/+1 until end of turn.
{T}: Add {G} to your mana pool.

034/080 C
DDP • EN
™ & © 2015 Wizards of the Coast
Rob Alexander

Turntimber Grove



Land

Turntimber Grove enters the battlefield tapped.
When Turntimber Grove enters the battlefield, target creature gets +1/+1 until end of turn.
{T}: Add {G} to your mana pool.

034/080 C
DDP • EN
™ & © 2015 Wizards of the Coast
Rob Alexander

Turntimber Grove

Land

Turntimber Grove enters the battlefield tapped.
When Turntimber Grove enters the battlefield, target creature gets +1/+1 until end of turn.
{T}: Add {G} to your mana pool.

034/080 C
DDP • EN
™ & © 2015 Wizards of the Coast
Rob Alexander

Turntimber Grove

Land

Turntimber Grove enters the battlefield tapped.
When Turntimber Grove enters the battlefield, target creature gets +1/+1 until end of turn.
{T}: Add {G} to your mana pool.

034/080 C
DDP • EN
™ & © 2015 Wizards of the Coast
Rob Alexander

Turntimber Grove



Land

Turntimber Grove enters the battlefield tapped.
When Turntimber Grove enters the battlefield, target creature gets +1/+1 until end of turn.
{T}: Add {G} to your mana pool.

034/080 C
DDP • EN
™ & © 2015 Wizards of the Coast
Rob Alexander

Turntimber Grove

Land

Turntimber Grove enters the battlefield tapped.
When Turntimber Grove enters the battlefield, target creature gets +1/+1 until end of turn.
{T}: Add {G} to your mana pool.

034/080 C
DDP • EN
™ & © 2015 Wizards of the Coast
Rob Alexander

Turntimber Grove

Land

Turntimber Grove enters the battlefield tapped.
When Turntimber Grove enters the battlefield, target creature gets +1/+1 until end of turn.
{T}: Add {G} to your mana pool.

034/080 C
DDP • EN
™ & © 2015 Wizards of the Coast
Rob Alexander

Turntimber Grove



Land

Turntimber Grove enters the battlefield tapped.
When Turntimber Grove enters the battlefield, target creature gets +1/+1 until end of turn.
{T}: Add {G} to your mana pool.

034/080 C
DDP • EN
™ & © 2015 Wizards of the Coast
Rob Alexander

Turntimber Grove

Land

Turntimber Grove enters the battlefield tapped.
When Turntimber Grove enters the battlefield, target creature gets +1/+1 until end of turn.
{T}: Add {G} to your mana pool.

034/080 C
DDP • EN
™ & © 2015 Wizards of the Coast
Rob Alexander

Turntimber Grove

Land

Turntimber Grove enters the battlefield tapped.
When Turntimber Grove enters the battlefield, target creature gets +1/+1 until end of turn.
{T}: Add {G} to your mana pool.

034/080 C
DDP • EN
™ & © 2015 Wizards of the Coast
Rob Alexander

Turntimber Grove



Land

Turntimber Grove enters the battlefield tapped.
When Turntimber Grove enters the battlefield, target creature gets +1/+1 until end of turn.
{T}: Add {G} to your mana pool.

034/080 C
DDP • EN
™ & © 2015 Wizards of the Coast
Rob Alexander

Turntimber Grove

Land

Turntimber Grove enters the battlefield tapped.
When Turntimber Grove enters the battlefield, target creature gets +1/+1 until end of turn.
{T}: Add {G} to your mana pool.

034/080 C
DDP • EN
™ & © 2015 Wizards of the Coast
Rob Alexander

Turntimber Grove

Land

Turntimber Grove enters the battlefield tapped.
When Turntimber Grove enters the battlefield, target creature gets +1/+1 until end of turn.
{T}: Add {G} to your mana pool.

034/080 C
DDP • EN
™ & © 2015 Wizards of the Coast
Rob Alexander

Turntimber Grove



Land

Turntimber Grove enters the battlefield tapped.
When Turntimber Grove enters the battlefield, target creature gets +1/+1 until end of turn.
{T}: Add {G} to your mana pool.

034/080 C
DDP • EN
™ & © 2015 Wizards of the Coast
Rob Alexander

Turntimber Grove

Land

Turntimber Grove enters the battlefield tapped.
When Turntimber Grove enters the battlefield, target creature gets +1/+1 until end of turn.
{T}: Add {G} to your mana pool.

034/080 C
DDP • EN
™ & © 2015 Wizards of the Coast
Rob Alexander

Turntimber Grove

Land

Turntimber Grove enters the battlefield tapped.
When Turntimber Grove enters the battlefield, target creature gets +1/+1 until end of turn.
{T}: Add {G} to your mana pool.

034/080 C
DDP • EN
™ & © 2015 Wizards of the Coast
Rob Alexander

Turntimber Grove



Land

Turntimber Grove enters the battlefield tapped.
When Turntimber Grove enters the battlefield, target creature gets +1/+1 until end of turn.
{T}: Add {G} to your mana pool.

034/080 C
DDP • EN
™ & © 2015 Wizards of the Coast
Rob Alexander

Turntimber Grove

Land

Turntimber Grove enters the battlefield tapped.
When Turntimber Grove enters the battlefield, target creature gets +1/+1 until end of turn.
{T}: Add {G} to your mana pool.

034/080 C
DDP • EN
™ & © 2015 Wizards of the Coast
Rob Alexander

Turntimber Grove

Land

Turntimber Grove enters the battlefield tapped.
When Turntimber Grove enters the battlefield, target creature gets +1/+1 until end of turn.
{T}: Add {G} to your mana pool.

034/080 C
DDP • EN
™ & © 2015 Wizards of the Coast
Rob Alexander

Turntimber Grove



Land

Turntimber Grove enters the battlefield tapped.
When Turntimber Grove enters the battlefield, target creature gets +1/+1 until end of turn.
{T}: Add {G} to your mana pool.

034/080 C
DDP • EN
™ & © 2015 Wizards of the Coast
Rob Alexander

Turntimber Grove

Land

Turntimber Grove enters the battlefield tapped.
When Turntimber Grove enters the battlefield, target creature gets +1/+1 until end of turn.
{T}: Add {G} to your mana pool.

034/080 C
DDP • EN
™ & © 2015 Wizards of the Coast
Rob Alexander

Turntimber Grove

Land

Turntimber Grove enters the battlefield tapped.
When Turntimber Grove enters the battlefield, target creature gets +1/+1 until end of turn.
{T}: Add {G} to your mana pool.

034/080 C
DDP • EN
™ & © 2015 Wizards of the Coast
Rob Alexander